

ROBOT WARLORDS



MIDAS
GAMES

DoZz

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STORY

On August 15th 2002, part of the JSDF, the Japan Self-Defence Forces, led by Colonel Urano launched a coup. In just 3 days they gained control of the main parts of Tokyo, declared the establishment of a provisional government and put Tokyo under martial law. Behind the success of their military action lay the existence of the next generation landing forces weapons, which Japan had been developing in greatest secrecy. These were called "Bullets" and were capable of walking on two legs. Colonel Urano had taken all Bullet units under his own command, and had organized an anti-government army using them as his main force.

Meanwhile, the government leaders, who had escaped from the besiegement by Colonel Urano's army, initially decided to launch a counter attack using the JSDF. However, as this would inevitably lead to using Tokyo as a battleground, they decided to go for a more cautious plan. They hurriedly decided to allow 7 days before giving the final order for an all out counter attack, and entrusted these 7 days to a team of test pilots in the Bullet repair factory in a fort called Odaiba. The reasons this team was hastily brought together were that there were some "Bullets" not belonging to the coup army, and that the test pilots had minimal piloting experience.

In stark contrast, Colonel Urano was receiving support from one army unit after another, and was beginning to feel certain of success in the coup. However, he did not yet know that there was another sophisticated machine in the fort, constructed single handedly by the creator of the "Bullets," Professor Jounouchi, staying in the fort...

AIM OF THE PLAYERS

In Story mode, the aim of the players is to totally destroy the forces of Colonel Urano within seven days. The mission of the player is to succeed in this operation by the deadline.

INTRODUCTION TO THE CHARACTERS

The following pages introduce the main characters in "Robot Warlords".

SHŪJI KAMIYAMA

DATA

CIVILIAN

Pilot, age 25

ON-BOARD BULLET PILOT IN THE EARLY PHASE

J01M



NOTE

HE ENTERED JOUNOUCHI MANUFACTURING AFTER SEEING A RECRUITMENT ADVERT FOR "TEST DRIVERS OF THE NEXT GENERATION OF CARS." FOLLOWING THIS, HE CAME TO ADMIRE PROFESSOR JOUNOUCHI AND BECAME A TEST PILOT CO-ENGINEER FOR THE BULLETS. BEING TOTALLY NEW WEAPONS, THE METHOD OF MANIPULATION FOR BULLETS IS EXTREMELY WELL SPECIALIZED, BUT KAMIYAMA WAS EXTREMELY SUITED TO THIS TASK AND GAINED CONSIDERABLE SKILL IN A SHORT PERIOD OF TIME. HE DOES NOT LIKE ARGUMENTS, BUT IS IMPULSIVE AND NOT BLOODED. HIS HOBBY IS SNOW BOARDING, AT WHICH HE EXCELS TO PROFESSIONAL LEVEL.

KASUMI JOUNOUCHI

DATA

FORMER 3RD CLASS PRIVATE IN THE JGSDF

Pilot, age 19

ON-BOARD BULLET PILOT IN THE EARLY PHASE

J01M



NOTE

A FORMER THIRD CLASS PRIVATE IN THE JGSDF, JAPAN GROUND SELF-DEFENSE FORCES. A GRAND-DAUGHTER OF PROFESSOR JOUNOUCHI. HER PARENTS DIED 12 YEARS AGO IN AN ACCIDENT. FROM HER CHILDHOOD SHE HAS HAD A DEEP RELATIONSHIP WITH THE BULLETS, ENTERING HER GRANDFATHER'S WORKSHOP AND BEING ALLOWED TO RIDE ON PROTOTYPES - UNTIL PROFESSOR JOUNOUCHI WAS INVITED TO JOIN SDF. SHUJI ALSO ENTERED THE SDF AND ON THE ORDERS OF HER SUPERIOURS, COMPLETED ON BOARD TRAINING FOR BULLETS AND GRADUATED WITH HONORS. UNFORTUNATELY SHE WAS NOT SELECTED FOR THE SHORT LIST OF PILOTS. UNKNOWN TO SHUJI, SOME SAY THAT THIS WAS DUE TO HER GRANDFATHER'S WISHES. SHUJI APPEARS TO BE AN ORDINARY 'GIRL NEXT DOOR' BUT SHE CAN TAKE ON THE BEST WHEN IT COMES TO PILOTING OF BULLETS.

YŪZOU TOKUNAGA

DATA

FORMER SECOND LIEUTENANT OF JGSDF

Pilot, age 47

ON-BOARD BULLET PILOT IN THE EARLY PHASE

J01L



NOTE

A FORMER SECOND LIEUTENANT. HE WAS ONE OF THE TEST PILOTS IN THE EARLY DEVELOPMENTAL PHASES OF THE BULLETS, AND ATTENDED TOP-SECRET DEMONSTRATIONS GIVEN TO THE UPPER ECHELONS OF THE DEFENSE AGENCY 10 YEARS AGO. HOWEVER, IN THE "APTITUDE TEST" ON THE SHORT LIST FOR PILOTS, HELD BEFORE THE ACTUAL DEPLOYMENT OF THE BULLET UNITS, HE WAS NOT SELECTED ON THE UNREASONABLE GROUNDS OF HIS AGE AND ACADEMIC RECORD, DESPITE THE FACT THAT HE HAD BEEN INVOLVED SINCE THE EARLY DAYS OF THE DEVELOPMENT OF BULLETS. AS A RESULT OF THIS, HIS MISTRUST OF THE NATION AND PUBLIC INSTITUTES INCREASED. AFTER THIS, HE BECAME A TEST PILOT AT JOUNOUCHI MANUFACTURING ON THE INVITATION OF PROFESSOR JOUNOUCHI. HE CAN BE CONSIDERED A CORE MEMBER OF THE JOUNOUCHI TEAM, DUE TO HIS PROVEN ABILITY AS A VETERAN PILOT, HIS HEROISM AS A SOLDIER, AND HIS CHEERFUL NATURE. ALL OF THESE ATTRIBUTES BELIE HIS AGE.

YOUKO NAKATANI

DATA

FORMER WARRANT OFFICER OF JGSDF

Pilot, age 24

ON-BOARD BULLET PILOT IN THE EARLY PHASE

J01H



NOTE

A FORMER WARRANT OFFICER. PREVIOUSLY SHE WAS "MISS SDF" APPEARING ON RECRUITMENT POSTERS AND MAGAZINE GRAVURE. HOWEVER YOUKO HAD AN AMBITION TO BE KNOWN FOR HER ABILITIES RATHER THAN JUST HER APPEARANCE. HER RESULTS IN THE ARMY WERE OUTSTANDING. CONSEQUENTLY, SHE WAS ABLE TO RECEIVE BULLET TRAINING, AND OBTAINED QUITE CONSIDERABLE RESULTS THERE TOO. IN HER "APTITUDE TEST" ON THE SHORT LIST, SHE WAS REFUSED BY HER SUPERIORS WHO DID NOT WANT TO LOSE A POPULAR "MISS SDF" FIGURE. INSTEAD, SHE WAS SENT TO JOUNOUCHI MANUFACTURING AS PART OF THE TRANSFER TO CIVILIAN CONTROL OF BULLET TECHNOLOGY. DUE TO THE SECRECY OF BULLETS, SHE ONCE LEFT THERE, ON CONDITION THAT SHE WOULD BE ABLE TO OBTAIN A PROMOTION IN SDF 2 YEARS LATER. HOWEVER, SHE HAS REALIZED THAT THERE IS ALMOST NO CHANCE OF THIS EVER HAPPENING. ON ONE HAND SHE DISLIKES INVOLVEMENT WITH OTHERS, BUT IN HER HEART OF HEARTS SHE ENJOYS THE ELDER SISTER ROLE.

PILOTS FOR OPERATION 'VELVET'

AKIRA KAWASHIMA



DATA

FORMER SERGEANT CLASS 3
OF JGSDF

Pilot, age 21

ON-BOARD BULLET PILOT IN
THE EARLY PHASE

J01M

NOTE

A FORMER SERGEANT CLASS 3. AN IMPULSIVE, LIVE-WIRE CHARACTER. EXCELLING OVER THE BEST PILOTS IN HER ABILITY TO ACT. THE REAL REASON SHE JOINED SDF WAS BECAUSE SHE "FEEL LIKE SHE COULD TAKE ON THE WORLD." SHE EXCELLED AT COMBAT TRAINING AND THIS WAS ABLE TO RECEIVE BULLET TRAINING. HER RECORDS SHOW GOOD RESULTS. ON HER OWN VOLUTION, SHE TOOK THE EXAMINATION TO BECOME A BULLET PILOT - BUT IN THE "APTITUDE TEST" ON THE SHORT LIST, SHE WAS NOT SELECTED DUE TO HER WILD BEHAVIOUR. SHE WAS SENT TO JOUNOUCHI MANUFACTURING AS PART OF THE RELEGATION OF BULLET TECHNOLOGY TO CIVILIAN CONTROL, AND "TEMPORARILY" RETIRED FROM OFFICE. SHE COMES FROM OSAKA, AND IS THE VOCALIST WITH A LOCAL AMATEUR BAND. HER HOBBIES ARE KARAOKE AND MOTORBIKE RIDING.

NAOKI MORI



DATA

FORMER 3RD CLASS PRIVATE
IN THE JGSDF

Pilot, 18 years old

ON-BOARD BULLET PILOT IN
THE EARLY PHASE

J01L

NOTE

A FORMER 3RD CLASS PRIVATE. HE LIKES MESSING AROUND WITH MACHINES, AND ENTERED THE ARMY WANTING TO BE IN THE ENGINEERING CORPS. HE WAS SOON ALLOCATED TO THE BULLET DEVELOPMENT ENGINEERING TEAM. HAVING EXPERIENCED WHAT IT WAS LIKE TO BE ON BOARD A BULLET AS PART OF HIS JOB, HE CAME TO HOLD A STRONG INTEREST IN THE OPERATION OF BULLETS. HE TOOK THE OFFICIAL SELECTION EXAMINATION TO BE A BULLET PILOT, BUT WAS NOT SELECTED AT THE "APTITUDE TEST" ON THE SHORT LIST HIS "NERD" LIKE PASSION FOR BULLETS DAMAGING HIS CHANCES. HE WAS SENT TO JOUNOUCHI MANUFACTURING AS PART OF THE TRANSFER OF BULLET TECHNOLOGY TO CIVILIAN CONTROL AND "TEMPORARILY" LEFT HIS OFFICE. HE HAS A SERIOUS BUT PLACID NATURE AND IS ENJOYING WORKING AT JOUNOUCHI MANUFACTURING, PARTLY BECAUSE HE IS CLOSE TO THE BULLETS. HIS HOBBIES ARE GAMES AND COMICS.

JOUNOUCHI MANUFACTURING

IWAO JOUNOUCHI



DATA

HEAD OF JOUNOUCHI
MANUFACTURING

65 years old

NOTE

AS A PROFESSOR OF ENGINEERING, HE ESTABLISHED THE BASIC THEORY OF BIPEDAL WALKING WEAPONS 20 YEARS AGO. ON THE INVITATION OF THE DEFENSE AGENCY, HE BECAME THE PERSON RESPONSIBLE FOR THE DEVELOPMENT OF BULLETS AT A SPECIAL RESEARCH CENTRE. HE RESIGNED AFTER A DIFFERENCE OF OPINION WITH THE HIGHER ECHELONS OF SDF. AFTER THAT HE ESTABLISHED JOUNOUCHI MANUFACTURING AS A FACTORY FOR BULLET PARTS, AND SECRETLY STARTED TO DEVELOP THE "IDEAL BULLET." PREVIOUSLY HE WAS A FIERCE RESEARCHER, HIS DEDICATION TO RESEARCH BEING SUCH THAT HE WAS EVEN CALLED A "DEVIL," BUT HE HAS NOW DEVELOPED AN EXTREMELY MILD CHARACTER.

LEADERS OF THE COUP

MASAMI HONDA



DATA

FORMER GENERAL STAFF OF
JGSDF

Pilot, age 34

ON-BOARD BULLET PILOT IN
THE EARLY PHASE

J01H

NOTE

HE PREVIOUSLY BELONGED TO THE GENERAL STAFF OFFICE. IT IS SAID THAT HE COMES FROM WEST-POINT, BUT PRECISE DETAILS OF HIS BACKGROUND ARE UNKNOWN. HE RECEIVED BULLET TRAINING WITH THE AIM OF RESEARCHING THEIR APPLICATIONS, AND PARTICIPATED IN A GROUP MOCK BATTLE. HE RELUCTANTLY TOOK THE EXAMINATIONS TO BECOME A BULLET PILOT ON THE ORDERS OF HIS SUPERIORS, BUT HIS RELUCTANCE WAS PICKED UP AT THE "APTITUDE TEST" ON THE SHORT LIST AND HE WAS NOT SELECTED. HE WAS SENT TO JOUNOUCHI MANUFACTURING AS PART OF THE TRANSFER OF BULLET TECHNOLOGY TO CIVILIAN CONTROL AND HAS "TEMPORARILY" LEFT HIS OFFICE. HE IS NOT THINKING OF RETURNING. HE APPEARS LIGHT HEARTED, BUT HAS OUTSTANDING ABILITIES IN MILITARY TACTICS AND MUCH WAS EXPECTED OF HIS FUTURE IN THE ARMY. HOWEVER, AT SOME STAGE HE BECAME TO REGRET AGAINST THE SENSELESSNESS OF WAR AND THE ARMY, AND DECIDED TO QUIT USING HIS MILITARY TALENT. EVEN TODAY, THE STORY IS TOLD OF HOW, SHORTLY AFTER HE WAS POSTED TO THE GENERAL STAFF, HE BEAT THE THEN MAJOR (3RD RANK) URANO, WHO HAD PREVIOUSLY BEEN UNBEATEN IN WAR GAMES.

KAZUMA SAEKI



DATA

MAJOR (3RD RANK) OF
JGSDF

Commander come pilot,
age 28

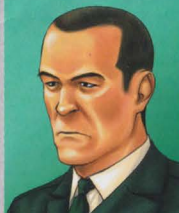
ON-BOARD BULLET PILOT IN
THE EARLY PHASE

J01M

NOTE

A MAJOR (3RD RANK) OF JGSDF. HE GRADUATED FROM THE NATIONAL DEFENSE ACADEMY OF JAPAN WITH TOP MARKS, AND IS ONE OF THE ELITE TECHNOCRATS, BEING A CHIEF GENERAL STAFF ADVISOR TO THE CHIEF OF STAFF. HE IS A THOROUGH RATIONALIST, AND LOOKS LIKE THE TYPE WHO WOULDN'T HESITATE TO USE ANY MEANS NECESSARY TO ACHIEVE HIS AIMS. HOWEVER, HE HAS A WARM HEART AND IS CONSIDERATE OF OTHERS. OCCASIONALLY HE COMES ACROSS AS BEING VERY STRICT, AS HIS DESIRE TO PROTECT OTHERS IS SO STRONG. ON THIS OCCASION HE HAS BEEN ASSIGNED TO COMMAND "OPERATION VELVET," WHICH IS PART OF THE TACTICS TO SUPPRESS THE COUP. HE HAS PREVIOUSLY WRITTEN A THESIS ENTITLED "DEFENCE AND COUNTER-ATTACK AT TIMES OF EMERGENCY IN THE CAPITAL," HYPOTHESISING A LARGE-SCALE DISTURBANCE WITHIN TOKYO. THIS IS ONE OF THE REASONS WHY HE WAS SELECTED TO BE THE COMMANDER ON THIS OCCASION. HIS HOBBIES ARE CHESS AND SHOGI, ON JAPANESE CHESS.

YOSHIMASA URANO



DATA

COLONEL IN THE JGSDF

Ringleader of the coup,
age 38

NOTE

HE WAS ONE OF THE ELITE TECHNOCRATS OF THE SO-CALLED "UNINFORMED BRIGADE" IN SDF, AND BECOMING A FUTURE CHIEF OF STAFF WAS NOT UNREALISTIC. HE IS A RATIONALIST, BUT FROM HIS SPLENDOR AND CHARISMATIC BEHAVIOUR, HIS POPULARITY WAS EXTREMELY HIGH FROM ALL UNITS WITHIN SDF. HE HAD ALREADY FELT RESENTMENT AT THE CURRENT POSITION SDF WERE IN, AND HAD SECRETLY GATHERED COLLEAGUES WHO AGREED WITH HIS IDEA TO REFORM SDF INTO AN "ARMY," USING THE DEVELOPMENT OF THE BULLETS AS AN EXCUSE. HE FURTHER DEVELOPED A POWERFUL NETWORK IN EACH OF THE UNITS OF SDF BEFORE EMBARKING ON THE CURRENT UPRIISING.

RYOUEI NAGATSUKA



DATA

SECOND LIEUTENANT IN
JGSDF

Pilot, age 32

ON-BOARD BULLET PILOT IN
THE EARLY PHASE

BET-00P

NOTE

HE HAD ALWAYS BEEN ONE OF THE MOST CAPABLE OF URANO'S SUBORDINATES, AND WAS SYMPATHETIC TOWARDS URANO'S PERSONALITY AND IDEAS. HE FLOURISHED AS A SHARP AND PRACTICAL COMMANDER DURING THE CURRENT COUP. HE HAS MANY NATURAL TALENTS AS A SOLDIER, AND IS SECOND TO NONE AS A FRONT LINE COMMANDER. AS A PILOT OF THE BULLETS, HIS POWER WAS DISPLAYED IN ITS FULLNESS. HIS POWERFUL YET TENDER-HEARTED CHARACTER DRAWS DEEP TRUST FROM HIS SUBORDINATES; NEVERTHELESS HE WAS SEARCHING FOR A ROLE FOR HIMSELF IN SDF WHICH WAS SUPPOSED TO BE AN ARMY WHICH "DOES NOT FIGHT".

PEOPLE WITH CONNECTIONS TO THE GOVERNMENT

SHIGEMI TOWADA

DATA

PRIME MINISTER

age 65



NOTE

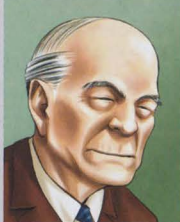
His own father was also a Member of Parliament and so he is a second generation MP. He stood in ward 3 of Toyama, his father's old seat, at the age of 27 and was elected on his first attempt. After this he was the head of the Okinawa Development Agency, Minister of Agriculture, Forestry and Fisheries, Minister of Posts and Telecommunications, the Secretary General of the Party, and was inaugurated as the 88th Prime Minister. In his younger days as a MP he was called "razor", but he now behaves with indelicacy, also appears gentle; so was the reputation of "A Prime Minister without strong impression." His support rate directly after being named as Prime Minister was 41%.

YUKINORI HATANAKA

DATA

CHIEF CABINET SECRETARY

68 years old



NOTE

He has been elected as a Member of Parliament 27 times, and is one of the elder members of the unity faction of the party, having successively held the 3 major posts in the party. Currently called the "Unseen Power Broker," he is thought to have had huge influence over the selection of several previous generations of Prime Ministers including Mr Towada. Previously he was even called "The god of elections" due to his excellent ability to gather and analyze election information. He has been active as a schemer, and treasured by many generations of those in power. Personally he has no ambition to take power and constantly stayed in the background, but with the Towada government he could not turn down the strong demands from those around, and became Chief Cabinet Secretary, in a kind of protective role.

NOBUTAKA MATSUZAKI

DATA

CHIEF OF STAFF IN JGSDF

age 54



NOTE

He is at the head of the army "Uninformed brigade." Within the army he is popular for advocating the supremacy of the workplace, but this does not imply that he has strong leadership characteristics. Neither does he stand out as being made of strong military material, so it is safe to say he got to his present position through his reputation of being a "fixer." Through the development of bullets, he has spent the last several years establishing links with those in heavy industry and commerce, and has secretly been preparing the way for a political career. He has been involved with the development of bullets from the early stages, and has been planning for an improvement in the combat ability of SDF, but in this coup he has been betrayed by Urano, actually one of Matsuzaki's apprentices.

SHINICHIROU TACHIBANA

DATA

HEAD OF THE TACHIBANA ECONOMIC RESEARCH CENTRE

age 72



NOTE

In one generation he built up one of the main electronic parts manufacturers of the world, and came to be called "the emperor of the financial world" due to his unconventional ideas and powerful leadership. After retirement, using the great capital and personal connections, he founded the "Tachibana Economic Research Centre." Whilst training young business leaders, he also gives advice on numerous policies both domestically and internationally. Even now he has hidden influence over the government and financial worlds, and so his ideas are noted all across the globe. In contrast to his acting power, he has a pleasant manner, amongst those who know him, opinion is split in two, with some calling him the "mastermind" of the government and financial worlds.

HOW TO OPERATE

This page explains how to use the controls.

Analog Controller (DUALSHOCK®2)



The method of operation for other controllers is identical to the controls for the analog controller (DUALSHOCK®2).



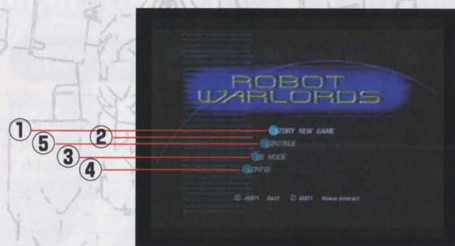
The memory card (8MB) (for PlayStation®2) can be inserted in either MEMORY CARD slot 1 or MEMORY CARD slot 2 but autoload will only be possible from MEMORY CARD slot 1.

It is advised that you do not insert or remove accessories once the power is on.

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

INITIAL SCREEN

The following explains the contents of the initial menu screen.



- 1) **STORY NEW GAME:** Select this option when playing a game for the first time.
- 2) **LIFE MODE:** Select this when you want to play in Life mode. (If this is the first time you play, this option will not appear.)
- 3) **CONTINUE:** Restarts a game previously saved.
- 4) **VS MODE:** Select this option when you want to have a 2-Player game using data available on the game software or data you have saved.
- 5) **CONFIG:** This option is used to toggle the Options ON and OFF. Please refer to the section below for details of configuration.

CONFIGURATION

The following explains the configuration menu.



- 1) **SOUND:** Stereo and Mono sound.
- 2) **MESSAGE VOICE:** The voice narration ON or OFF.
- 3) **BATTLE SCENE:** Battle scene display ON or OFF.
- 4) **VIBRATION:** The vibration of the controller ON or OFF.

NOTE: During combat, the configuration menu also shows "MISSION RETRY," which allows you to re-try the mission.

FLOW OF THE GAME

This section explains the basic flow of the game.

GAME START

Select "STORY NEW GAME" when you are playing for the first time, and "CONTINUE" to re-start a saved game.

STORY



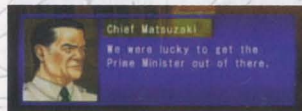
This stage tells you the details of events that happened just before or after the mission you are about to play, and the particulars of how this situation was reached. Use the **X** button to run the conversation, and the **△** button to skip this part.

LOBBY



The lobby screen allows you to check the customization of the Bullets, the installation of techniques and the conditions for winning this mission.

MISSION



When you fulfil the conditions of the mission, the mission will be cleared and you can progress to the next part of the story.

LOBBY

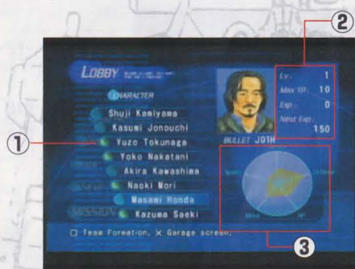
You can check the customization of Bullet and the conditions for completing this mission.



- 1) **CHARACTER:** You can put together your team, and customize the Bullets. Please refer to the next section for details of characters.
- 2) **BRIEFING:** You can check the conditions for completing this mission.
- 3) **SYSTEM:** You can save/load. Please refer to page 11 for saving and loading.
- 4) **CONFIG:** Choose this option to turn the story narration and battle scenes ON/OFF. Please refer to page 8 for details of the configuration.

CHARACTERS

You can put together your team, and customize the Bullets.



To switch the members participating in the mission ON/OFF, put the cursor on a character then press the ☐ button. (A maximum of 4 characters can participate). If you put the cursor on a character and press the button, the Garage screen will be displayed, from which you can customize the Bullets. Please refer to page 12 for details.

BRIEFING

You can check the map and the conditions for winning at this screen.



Check the map and the conditions for winning the mission. You can return to the LOBBY by using the or button.

SYSTEM

This screen is used to save or load the game.



SAVE: To save this game, more than 215 KB of free space is required in the MEMORY CARD (8MB) (for PlayStation®2). Select which MEMORY CARD slot you wish to save to. Choose the file you want to save and press the button. If the file already exists, a message will appear asking you to confirm whether the file is to be over written. If the file can be over written, put the cursor on "YES" and press the button.

CONTINUE/LOAD: Choose which MEMORY CARD slot you wish to load from. Put the cursor on the file you wish to load and press the button. If you wish to proceed, put the cursor on "YES" and press the button.

CAUTION!

Game data is automatically loaded on boot up if there is an MEMORY CARD (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Make sure a MEMORY CARD (8MB) (for PlayStation®2) containing your saved data is in MEMORY CARD slot 1 before switching on.

CUSTOMIZING THE GAME

You can change the settings on the characters and Bullets.

PILOT SELECTION



First, choose a pilot for the Bullets you want to customize from the CHARACTER screen then press the **X** button.

PARTS SELECTION



Choose the parts of the body you want to customize, and select the parts you want to fit then press the **X** button.

WEIGHT CHECK



Each part has its own specified setting for durability, armour, weight etc. The arm and body parts have a hit ratio adjustment for use during attack, and the lower limb parts have a maximum load weight. It is important to check these settings. If the total weight exceeds the maximum load, its mobility will deteriorate and you may not be able to use the turbo boost.

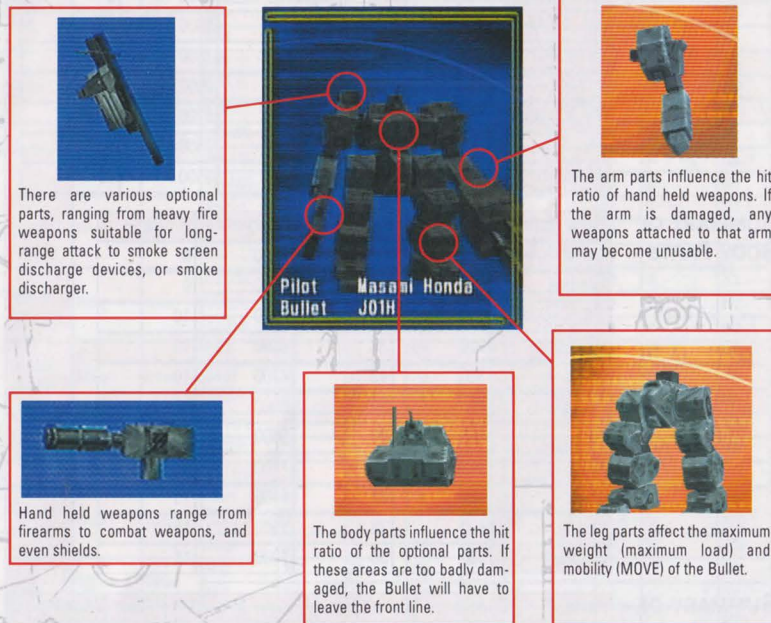
CUSTOMIZATION COMPLETION

When the customization is completed, press the **△** button to return.

PARTS

The various parts are explained in this section.

In Story mode, as the scenario progresses new weapons are issued from Professor Jounouchi.



TIPS FOR CUSTOMIZATION

The point to take most care over when customizing is the total weight. Each of the leg parts has a specific value called the 'maximum weight'. If the total weight exceeds this value, there are undesirable side effects in that its mobility deteriorates, and the turbo boost will not become available. In general, powerful weapons have heavy weight values so be careful when selecting parts.

When customizing, we recommend that you decide on the leg parts first. Check on the maximum weight and mobility first, and choose one that suits your ideal Bullet type. In choosing any part, don't only think of its durability or armour plating, but also its hit ratio. If it has strong armour plating and durability, it will be able to endure enemy attacks that much better. The higher the hit ratio is, the quicker to defeat the enemy.

Example: Highly mobile Bullets (e.g. J01L): They can move fast and thus can be evacuated out of the line of fire quickly, but have weak firepower. General-purpose Bullets (e.g. J01M): They are well balanced, but lack any particular advantage. Heavily armed Bullets (e.g. J01H): Their firepower is outstanding, but can be at a disadvantage in battle locations where visibility is poor.

SUMMARY OF ARM PARTS

Parts	Bullets	Durability	Armour	Weight	Hit ratio
BET-AR-M	Kenteiforia	320	36	9200	0
BET-AR-L	Starina	290	32	8000	0
GAX-AR-M	Intoleague	200	34	9000	5
GAX-AR-L	UI Mail	170	38	7800	5
GAX-AR-H	Munster	230	42	9800	5
J01-AR-M	J01M	290	34	8800	5
J01-AR-L	J01L	260	30	7600	5
J01-AR-H	J01H	320	38	9600	5
BE-AR-M	Noah Z	290	32	8700	10
BE-AR-L	Rambler	260	28	7500	10
BE-AR-H	Damusk	320	36	9500	10

SUMMARY OF BODY PARTS

Parts (Bullets)	Durability	Armour	Weight	Hit Ratio
Kenteiforia	500	36	6900	0
Starina	450	32	6000	0
Intoleague	250	34	6700	10
UI Mail	200	38	5800	10
Munster	300	42	7300	10
J01M	450	34	6500	10
J01L	400	30	5600	10
J01H	500	38	7100	10
Noah Z	450	32	6400	15
Rambler	400	28	5500	15
Damusk	500	36	7000	15

SUMMARY OF LOWER LIMB PARTS

Parts	Bullets	Durability	Armour	Weight	Move	Max. Weight
BET-AR-M	Kenteiforia	500	36	6200	6	24500
BET-AR-L	Starina	450	32	6000	7	21300
GAX-AR-M	Intoleague	250	34	6700	7	24200
GAX-AR-L	UI Mail	200	38	5800	8	20800
GAX-AR-H	Munster	300	42	7300	6	26500
J01-AR-M	J01M	450	34	6500	7	23600
J01-AR-L	J01L	400	30	5600	9	20300
J01-AR-H	J01H	500	38	7100	6	26300
BE-AR-M	Noah Z	450	32	6400	8	23400
BE-AR-L	Rambler	400	28	5500	10	20200
BE-AR-H	Damusk	500	36	7000	6	26000

NOTES:

Durability: Hit Points • **Armour:** strength of its defence • **Hit received:** size and ease of receiving hits • **Weight:** weight of the parts • **Hit ratio:** adjustment to the hit ratio • **Move:** motive power • **Maximum weight:** maximum weight at which its mobility is not impeded

SUMMARY CHART OF WEAPONS AND OPTIONAL PARTS

Type of weapons	Attacking style	Firing position	Names	Durability	Armour	Attack power	Load count	Firing rate	Range	Ideal range	Hit characteristic*	Weight
Depth Charge	Combat	Arms	SB13	200	12	150	5	1	0-2	0-2	60	600
			SB15	200	12	175	5	1	0-2	0-2	55	700
			SB17	200	12	200	5	1	0-2	0-2	50	800
Buster gear	Combat	Arms	PL-7	300	10	100	-	1	0-2	0-2	60	700
			PL-8	300	10	125	-	1	0-2	0-2	60	800
			PL-9	300	10	150	-	1	0-2	0-2	55	900
Arm gattling gun	Firing	Arms	AMG-10	250	12	29	540	12	1-10	2-9	60	400
			AMG-11	250	12	31	540	12	1-10	2-9	60	500
			AMG-12	250	12	33	540	12	1-10	2-9	55	600
Machine gun	Firing	Arms	MG-1000	250	12	33	300	10	2-15	2-9	60	600
			MG-2000	250	12	35	300	10	2-15	2-9	55	700
			MG-3000	250	12	37	300	10	2-15	2-9	55	800
Shot gun	Firing	Arms	SHOT-Z	270	13	60	50	5	2-12	2-9	55	600
			SHOT-ZZ	270	13	62	50	5	2-12	2-9	50	700
			SHOT-ZZZ	270	13	64	50	5	2-12	2-9	45	800
Gatling gun	Firing	Arms	GG-0080	300	14	37	72	12	2-12	2-9	60	700
			GG-0090	300	14	39	72	12	2-12	2-9	55	800
			GG-0100	300	14	41	72	12	2-12	2-9	55	900
Grenade launcher	Firing	Arms	GR-R	200	11	105	12	1	3-20	7-16	40	600
			GR-M	200	11	115	12	1	3-20	7-16	35	700
			GR-W	200	11	125	12	1	3-20	7-16	35	800
Rocket launcher	Firing	Arms	RL-TYPE1	250	12	100	10	1	5-25	10-25	50	1400
			RL-TYPE2	250	12	125	10	1	5-25	10-25	45	1550
			RL-TYPE3	250	12	150	10	1	5-25	10-25	40	1700
Anti-tank cannon	Firing	Option	60mm	300	13	150	8	1	5-25	10-25	45	1800
			70mm	300	13	75	8	1	5-25	10-25	40	1950
			80mm	300	13	200	8	1	5-25	10-25	35	2100
Land mines	Special	Option	M12	300	10	100	9	3	0-1	-	-	600
			M30	300	10	150	8	4	0-1	-	-	700
Smoke discharger	Special	Option	SM10-A	300	12	0	10	1	0-5	-	-	300
			SM10-B	300	12	0	10	1	0-7	-	-	400
Shield	Special	Arm	MSH-100	500	20	0	-	-	-	-	-	700
			MSH-200	600	21	0	-	-	-	-	-	800

NOTES:

Durability: hit points

Armour: strength of its defence

Hit receive: size and ease of receiving hits

Attacking power: power of weapons

Load count: number of bullets loaded: if this reaches 0 the weapon can no longer be used for attack

Firing rate: number of bullets discharged per round of firing:

Firing range: range capable of attacking

Ideal range: distance over which the hit rate is ideal

Hit characteristics: basic hit rate in its ideal firing range

Weight: weight of the parts

*NOTE:

This data will change depending on your customization.

INSTALLATION

Specify the techniques you will use during combat.

You can use techniques by using up points, which are known as 'technique points (TP)'. However, in order to use techniques, these have to be installed in the Bullets prior to the game.

• Movement techniques

These are techniques to do with movement. The "sudden advance" technique has attack as its main aim, whereas "evasion" aims to move while dodging enemy attack.

• Attacking techniques

These techniques give advantage to your attack. "Targeted firing" increases the hit ratio of the weapons; there are also others such as "combat preparation."

• Interception techniques

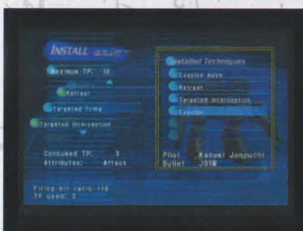
These techniques are automatically used when the enemy is acting. "Targeted interception" carries out effective counter attacks and "evasion" dodges the enemy attack.

INSTALLATION



Choose the characters and select "INSTALL" from the Garage screen.

TECHNIQUE SELECTION



Select those techniques you want to install (or uninstall), and press the button. A maximum of 6 techniques can be installed.

TYPES OF MOVEMENT TECHNIQUE

Technique	TP	Effect
Attack	2	Hit rate +40, hit receiving rate +40
Sudden advance	3	Hit rate +20, hit receiving rate +20
Evasive move	3	Hit rate -20, hit receiving rate -20, mobility 75%
Taking cover	3	Hit receiving rate -20, mobility 50%
Retreat	4	Move backwards whilst facing forwards
Offensive task force	4	Hit rate +10, hit receiving rate +10
Precautionary move	5	Hit rate +10, hit receiving rate -20, mobility 75%

TYPES OF INTERCEPTION TECHNIQUES

Technique	TP	Effect
Preparation for combat	3	Hit receiving rate in battle -20, hit receiving rate from direct fire -10, all members
Target interception	3	Firing hit rate +10
Evasion	3	Hit rate -20, hit receiving rate -20
Long range interception	4	For enemies more than 10 squares away: Firing hit rate +30; for others, firing hit rate +10
Combat attack	4	Hit receiving rate from combat -40, hit receiving rate from direct fire -20
Medium range interception	6	Enemies 5 - 9 squares away: Firing hit rate +30; others: firing hit rate +10
High precision interception	6	Firing hit rate +20
Short range interception	6	Enemies 2 - 4 squares away: Firing hit rate +30; Others: firing hit rate +20

(When measuring distance, diagonal moves are counted as 1.5)

TYPES OF ATTACKING TECHNIQUES

Technique	TP	Effect
Combat preparation	3	Combat hit rate +10
Targeted firing	3	Firing hit rate +10
Long range firing	4	Enemies over 10 squares away: firing hit rate +30; others: firing hit rate +10
Combat attack	4	Hit rate during combat +30, direct fire hit rate -20
Medium range target	5	Enemies 5 - 9 squares: firing hit rate +30; others: firing hit rate +10
Short distance target	6	Enemies within 2 - 4 squares: Firing hit rate +30; others: firing hit rate +10

(When measuring distance, diagonal moves are counted as 1.5)

TYPES OF SPECIAL TECHNIQUE

Technique	TP	Effect
Emergency restoration	3	The durability of all parts will be restored by 10% of their maximum values
Restoration	5	The durability of all parts will be restored by 20% of their maximum values

COLOURING

This screen is used to change the colouring of the Bullets.



To change the colouring of Bullets, make a selection from 8 colours, and confirm the selection by pressing the **X** button.

STATUS

You can check the abilities of the pilots and Bullets.



BULLET
displays the basic performance of the Bullets.



WEAPON
shows the performance of the Bullets. To select the weapon, use the **↑** **↓** directional buttons.



PILOT
displays the levels of the pilots and the techniques which have been installed.

NAMES

This screen is used to name the Bullets.



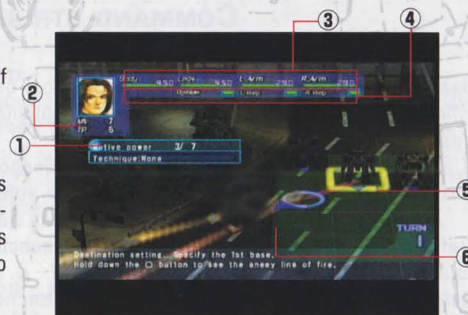
You can give the Bullets original names. Choose letters by using the directional button. To confirm the names, position the cursor over the END button and press the **X** button. The **□** button deletes one letter.

BATTLE SCREEN

The following section explains the Battle screen.

HOW TO READ THE BATTLE SCREEN

- 1) **Mobility:** shows the ability of the units to move.
- 2) **TP of the pilots:** remaining TP.
- 3) **Durability of each part:** If this reaches 0 the part is destroyed. If the body part is destroyed, the Bullet has to leave the battlefield.
- 4) **Status of each armament:** green indicates normal, 'X' in red indicates insufficient armaments or destruction.
- 5) **Cursor:** When you press the **△** button, it enters the 'free cursor' mode. To check its performance, place the cursor on a friendly unit and press the **□** button.
- 6) **Line of fire:** shows the lines of fire from the position where the cursor is placed. To check the lines of incoming fire from the enemy, press the **○** button.



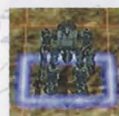
NOTE:

There are two colours which indicate firing lines:

Red: Attack as normal.

Orange: The hit rate has been lowered due to obstruction squares.

HOW TO READ WHAT IS ON THE MAP



Units:

These are friendly and enemy Bullets. They act as objects which block the line of fire.



Obstructions:

Trees and buildings can be obstructions and may block the lines of fire.



Obstruction squares:

Although lines of fire pass through these squares, they have the effect of halving the hit rate. *Passing through two of these squares reduces the hit rate to 1/4; passing through 3 obstructs the line of fire.

EXPLANATION OF COMBAT

The commands used in combat are explained below.

COMMAND STRUCTURE

REACTION

Reaction is the response of friendly units when lines of fire come in as a result of enemy action. The initial set up is [Defence]. You can use any techniques installed in [Reaction].

Defence: protects you from enemy attack.

Counterattack: intercepts if an enemy within firing range starts to act.

SPECIAL ACTION

You can use [Weapons Ejection] or optional weapons with special effects.

Weapons Ejection (TP used: 1)

In order to lighten the total weight, you can eject weapons no longer necessary.

Launch Smoke (TP used: 1)

If a smoke discharger has been attached, a smoke screen can be used.

ACTION SETTINGS

Action type commands

You can specify actions such as movement and attack.

Normal Motion

The unit moves by walking. The range of movement is narrow, but units can turn freely.

Turbo Boost

Using a jet function, you can carry out high-speed movement. However, the movement is restricted in 5 squares. Please note that turning within 1 square is limited to 45 degrees.

*NB: [Turbo Boost] cannot be used when the total weight exceeds the maximum load weight, or when the lower limb parts have been destroyed.

Motion Technique

These are techniques used in movements. Techniques include [Sudden Advance], which is a movement technique with the main aim of attack, or [Evasion], in which Bullets move whilst dodging enemy attack.


Attack

Please refer to the column on 'attack type commands.'

Attack type commands

These commands are used to carry out attacks on enemy units. When attacking, you need to be in the line of fire of an enemy unit, and be within 90 degrees of the front of the unit being attacked.

Attack

You can select the weapons used in an attack, and the enemy unit which will be your objective. When doing this, you can check the lines of fire, and if you press the  button, the lines of fire from the enemy units will be displayed.

No Attack

An attack will not be carried out during this turn.

Attack technique

These techniques enhance attacks, includes [Targeted Firing] and [Combat Preparation].

Commence Action

When you have finished setting the actions, select [Commence Action].

Techniques can be used in exchange for using up points known as Technique Points (TP). However, techniques need to be installed in the Bullets before being used. Please refer to page 16 for installation instructions.

DETAILS OF ACTION

How to move units is explained in order.

SPECIFYING MOVEMENTS

Specifying the destination - first point



Firstly, you need to specify the destination. If you want to use a movement technique, choose [Motion Technique] prior to doing this, and select a special method of movement. The first point selected is the relay point; the second point is the final destination.

Specifying the destination - second point



Specifying the direction:




On arrival at the second point, if there is still Motive Power (MV) remaining, you can change direction. In [Normal motion], you can rotate by any angle you wish within the remaining MV, but in [Turbo Boost], you can only turn by 45 degrees, however much MV remains.

CHECKING LINES OF FIRE



The dotted lines indicate the "Lines of fire." These show you which enemies you can attack. You can only attack an enemy if these lines of fire pass through that enemy (and the enemy is within firing range).

Please note that if there are lines of fire from the enemy passing through, you may be on the receiving end of an attack. The lines of fire of the enemy can be checked using the  button.

SETTING ATTACK

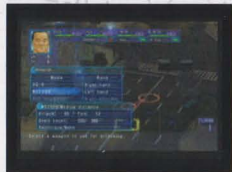
Select [Attack] and [Attack Technique].

When you have finished specifying your moves, select the attack option. If you want to use an attack technique, first select [Attack Technique].




Selection of weapons

Next, select the weapons you will use in this attack.



Selection of targets

When you have selected your weapons, specify which enemy units you want to attack. The hit ratio varies according to the weapons and techniques chosen, and the status of lines of fire.

(To skip the cursor onto enemy units which are open to attack, use the  button).




COMMENCE ACTION

If you are happy with the selections, select [Commence Action]. If "BATTLE SCENE" is ON, the battle scene will be shown.



CHECK RESULTS

When a battle is being carried out whilst units are in action, the results of the attacks are displayed. If you want to check results action by action, select this using the directional button. If you want to exit this screen, press the  button.



RULE REFERENCE

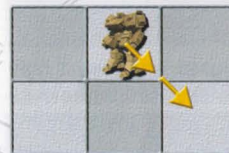
This section briefly explains the rules of play.

COMMON RULES FOR MOVEMENT

- Units only move to squares in front of them.
- Units can change their direction in multiples of 45 degrees.
- When units are moving, movements that involve crossing an edge of a square consume 2 Motive Power (MV points), and movements that involve passing through a corner consume 3 MV points.



2 MV points used (crossing an edge)



3 MV points used (passing through a corner)

- In order to move units, a route of movement has to be specified. To do this, select two squares: a relay square and a final destination square. The unit will first move in a straight line from its present position to the relay square, and then will move to its final destination square. Although the movement is in straight lines, it moves square by square, so if there is no square ahead of it to move into, it will automatically turn to carry on moving.
- If a unit changes direction, or turns in a square, the following MV points are used depending on the angle through which it turns.

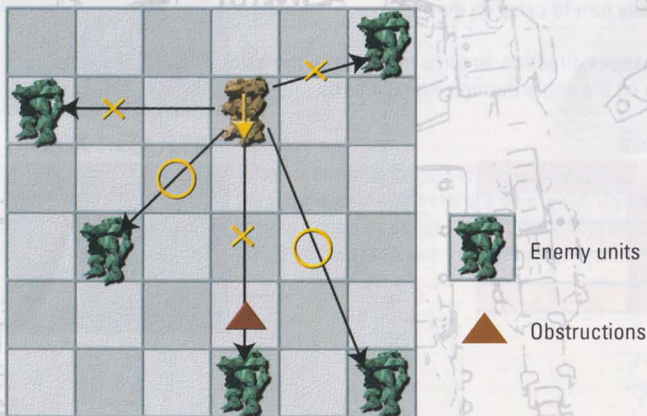
TURNING TABLE

Angle of turn	MV points used
45 degrees	1
90 degrees	2
135 degrees	3
180 degrees	4

COMMON RULES DEALING WITH ATTACK

- Attacks can only be carried out on enemy units within a forward range of 90 degrees, and through which "lines of fire" also pass.
- Join the unit carrying out the attack to the target unit with a straight line. If there are no obstructions (including other units) in these squares, the "lines of fire" pass through. Note that whilst moving, attack is possible from any square. However, depending on the route taken for movement (since the position relative to the enemy will change moment by moment when moving), some squares will be attackable, if the lines of fire will pass through, and some squares will not be attackable, if the "lines of fire" do not pass through.
- There are special squares known as "Obstruction Squares." Lines of fire do pass through these squares; nevertheless, they have the effect of reducing the hit ratio to 1/2. If two of such "Obstruction Squares" lie on the line of fire, the hit ratio falls to 1/4. If there are 3 of such squares exist on the line of fire, the line would no longer be able to pass through.
- The attack is decided by the hit ratio of the weapons used, and the hit ratio adjustment of the parts onto which these weapons are loaded. Further, the more MV (Motive Power) points are used for movement (in other words, the faster any movement is carried out), the lower the hit ratio when the enemy counterattacks.
- Attacking an enemy from the side inflicts more damage than attacking from the front. Attacking from behind inflicts more damage than attacking from the side.

EXAMPLE OF FIRING LINES

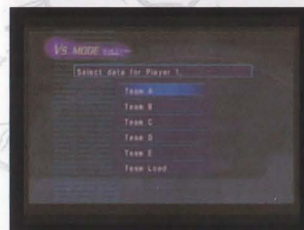


VS MODE

This is the mode in which 2 players play against each other.

Two players can battle against each other using armies you have developed in the Story or Life modes. Further, preset armies can also be used for battle. Procedures for loading the data, and the operation during battle are basically identical to the Story mode.

TEAM SELECTION/DATA LOADING



Either choose a preset team, or load the data that each player has saved. The Bullets and techniques vary depending on the team chosen.

MAP AND NUMBER OF TURNS



Select the map of the battlefield and the number of turns for the battle. The only maps you can select at this stage are those that have been cleared in Story mode (or those that have been automatically loaded).

HANDICAP ADJUSTMENT



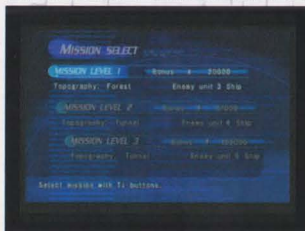
Finally, choose the handicap and start the game. The method of operation during combat is identical to that in the Story mode. The final winner is decided on points.

LIFE MODE

This mode appears when the Story mode has been cleared. A new stage is formed for every mission, so it is necessary to come up with differing strategies each time. If you defeat the enemy, you can receive prize money and so on. Further, only in Life mode are there the added options of buying and selling parts and weapons or tuning up.

Tuning up your Bullets: The operation during combat is identical to that in Story mode.

DATA LOAD/MISSION SELECT



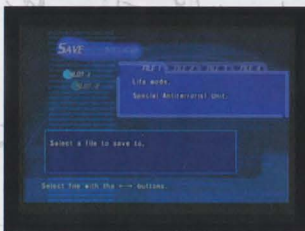
Select Life mode in the initial screen, and load the data. Next, select the mission.

MEMBER SELECT/BUYING AND SELLING PARTS



Basically this is identical to the LOBBY in Story mode. However, in Life mode you can buy or sell parts or weapons at "TRADE," and in "TUNE UP" you can improve parts or weapons.

SAVE DATA



When a mission has been successfully cleared, the SAVE DATA screen will appear. If you do not save the data at this stage, the mission cleared will become invalid.

TRADING

Parts can be bought and sold using the funds earned in Life mode.

In Life mode, parts and weapons can be bought and sold. Please refer to pages 13 to 15 and pages 30 to 33 for the names of parts and types of Bullets.

Further in Life mode, if parts are damaged, a suitable repair fee is deducted from your remuneration. The vital challenge is therefore how to clear a mission with minimum damage.

PARTS TRADING



Select "TRADE" from the LOBBY, and choose "BUY" or "SELL."



Select the parts and weapons you want to buy/sell. The values next to the name of parts or weapons indicate the number of items you are carrying. To confirm, select "YES" to finalise.

TUNING UP

You can make improvements with the tune up parts you have obtained.

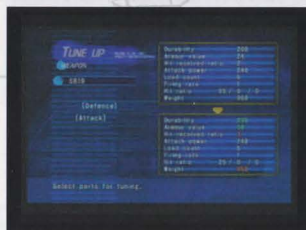
By tuning up, Bullets can be created according to the player's preferences. When tune up parts are obtained, improvements can be carried out on parts, weapons and options. In principle, one performance is sacrificed to enhance another performance, so it does not lead to unlimited strengthening.

Tune up parts can be obtained when a mission is cleared.

TUNING UP



Select "TUNE UP" and then choose the parts or weapons you want to improve.



Select the tune up parts required, and check the performance after tuning up. If you are happy with these selections, select "YES" to proceed.



When parts or weapons are improved, the tune-up parts are used up. Different names will be given for the names of tuned up parts or weapons. It is possible to improve these numerous times.

GLOSSARY OF TERMS

Vocabulary used in this game is explained in the table below.

Type	Terms	Description	Page Ref.
Basic terms	Cursor	The cursor symbol is used to specify an active square on the game screen. It is operated by the directional buttons.	19
	Customize	Creating an ideal Bullet by exchanging parts. It is carried out at the Garage screen before a mission commences.	12
	HP	An abbreviation for Hit Points, which means the durability of parts. If this value becomes 0, the part will be destroyed.	14
	Install	Building in the various techniques to the Bullets. Installation can be carried out at the Garage screen before a mission commences.	16
	Maximum weight	A function dependent on the leg parts. If the total weight of parts and equipments exceeds this weight, its mobility deteriorates and Turbo Boost becomes unusable.	12
	TP	An abbreviation for Technique Points. In order to use movement, attack and interception techniques, TP points are required. The points are restored a little before the commencement of each turn, but they never exceed the maximum value.	16
	Tuning Up	Improving the parts and adapting them to your own preference. In is carried out at the Garage screen before a mission commences.	28
Terms used in battle	Attack technique	Techniques related to attack, including "Combat preparation" which improves the hit ratio during combat. Each uses a set value of TP.	16
	Free cursor	Putting the cursor in a status of free movement so that you can see the whole map.	19
	Interception techniques	Techniques regarding interception, including "Evasion" which dodges enemy attacks. Each uses a set value of TP.	16
	Line of fire	The status between the attacking unit and the target unit. If there are no obstructions between the two, the 'line of fire passes through,' but if there are, the 'line of fire does not pass through.'	21/24
	Motion techniques	Techniques used in movement: there are various types including "Evasive Move" which lowers the rate of being hit, or "Offensive Task Force" which improves the hit rate. Each uses a set value of TP.	16/21
	Obstruction	A square through which a line of fire will not pass.	19
	Obstruction squares	Squares in which there are obstructions such that a line of fire will pass through but with a reduced hit ratio.	19
	Reaction	The interception formation when the enemy is carrying out an action. When the enemy is carrying out an action, it launches the selected action. This is set to "Defence" by default. Reactions requiring TP have to be pre-installed as "Interception techniques."	20
	Special actions	You can throw away unnecessary weapons, or can use special weapons such as smoke screens and land mines.	20
	Turbo boost	A high-speed movement technique using a jet function. It enables high-speed movement, but cannot be used in places where you cannot move beyond a certain distance, and turning after this movement is limited to 45 degrees.	20
	Unit	Bullets of friends and enemies. In simulation games, the word is generally used to mean a 'piece.'	19
	Bullets	Name for the Robot Warlords fighting machines	2
Others	Parts	Bullets comprise of various body parts.	13

INTRODUCTION TO THE BULLETS

The various Bullets that appear in this game are introduced in this section.

J SERIES:

The original machines developed by Professor Jounouchi after he left the GAX plan. These are not suitable for mass production, but due to their superb frame design J series has extremely high mobility and armour plating.



J01M

Developed by Professor Jounouchi as an "even better Bullet" than J01L. The basic design has not changed, but by detailed tuning, there are few disadvantages of the strengthened armour plating. This bodywork has an excellent balance.

J01L

This Bullet shows overwhelming power in mobile battles. Under the design: attack the enemy without sustaining damage. The designer succeeded in pushing its mobility to the maximum. Loadable firearms onto this Bullet are limited, but it has armour plating and durability to withstand fierce battles.



J01H

J01H is a heavily armoured Bullet. Whilst having extremely thick armour plating, it is compact, and has average mobility. Further, it is possible to load heavy firearms.

GAX SERIES:

GAX Series is the next generation of army weapons for land combats. The series has been code-named "GAX."

GAX-94R



INTOLEAGUE

The first mass-produced Bullet, whose development was based on the prototype used in 1990. Its strangely shaped upper half excels at avoiding Bullets.

GAX-97A



UI MAIL

As a result of research into strategies and on the opinion of superiors, this was developed from the GAX-94 to emphasize mobility. The armour plating has been sacrificed to achieve great mobility.

GAX-95D



MUNSTER

Developed as a long-distance, support-type Bullet, using the GAX-94 as a base. Special heavy firearms for Bullets were developed from this type onwards.

CODE3



A trial version rumoured to be with high performance. Details are unknown.

BE SERIES:

Taking the opportunity of the resignation of Professor Jounouchi, a team member of the GAX development, new Bullet models were researched: the result of which is the BE series.

BE-99A



NOAH Z

Responding to demands from the front line, a support-type weapon which could work in tandem with foot soldiers was developed. It has various onboard weapons. Noah Z is extremely well balanced.

BE-98C



RAMBLER

Rambler is a Bullet with un-characteristically large radiators on its knees it is equipped with a high power engine giving it efficient and swift movement. Compared to the GAX series, the mobility has improved.

BE-00F



DAMUSK

This Bullet has been developed under a policy of "Heavily armoured mobile bombardier." The highly mobile BE series machines are unsuitable for heavy armour, and this machine cannot yet fully utilize its abilities.

BET-00P



STARINA

This Bullet is specially created for commanders. This newly developed Bullet takes the BE series as its basic shape. It has a sub-battery at the back of its torso, which reduces the loss of power.

BET-02E



KENTEIFORIA

A high performance Bullet, created by the development team of the BE series when they discovered about the development of CODE 3. Developed with the aim of mass production, it has been brought into use by SDF.

ARO 1 SERIES

Independently developed by an undisclosed country, which had received technical grants from Japan. Detailed data such as performance is unknown.

PAVO

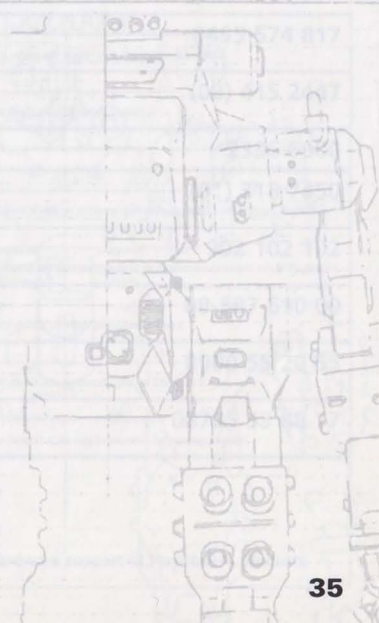
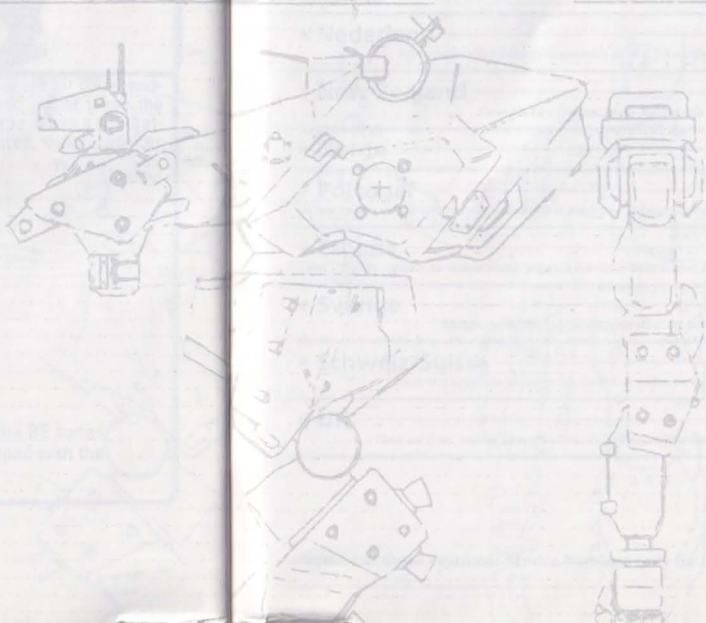
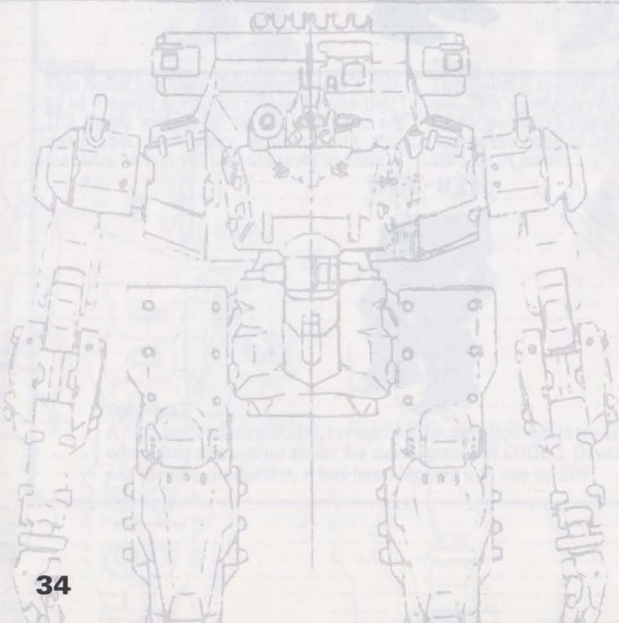
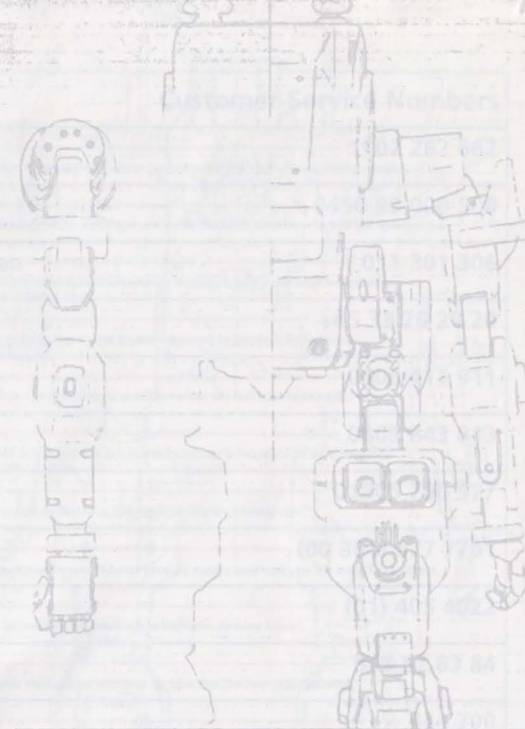
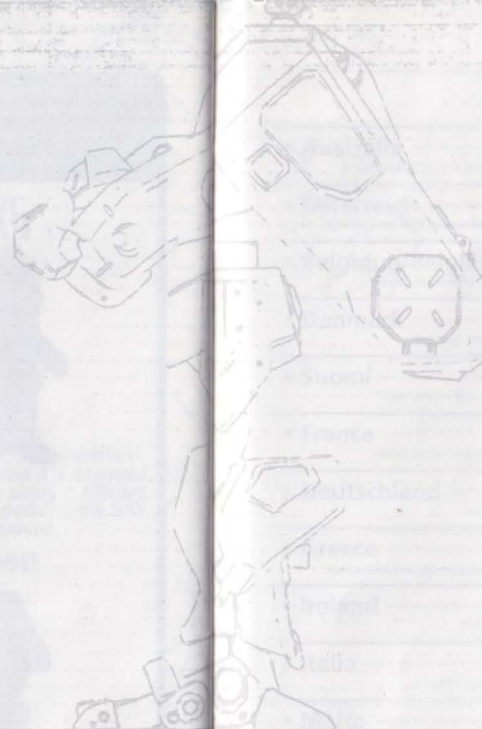
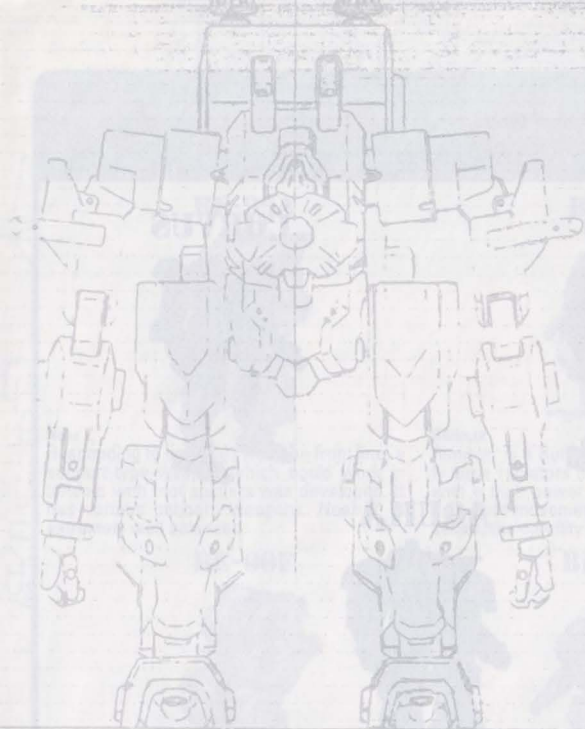


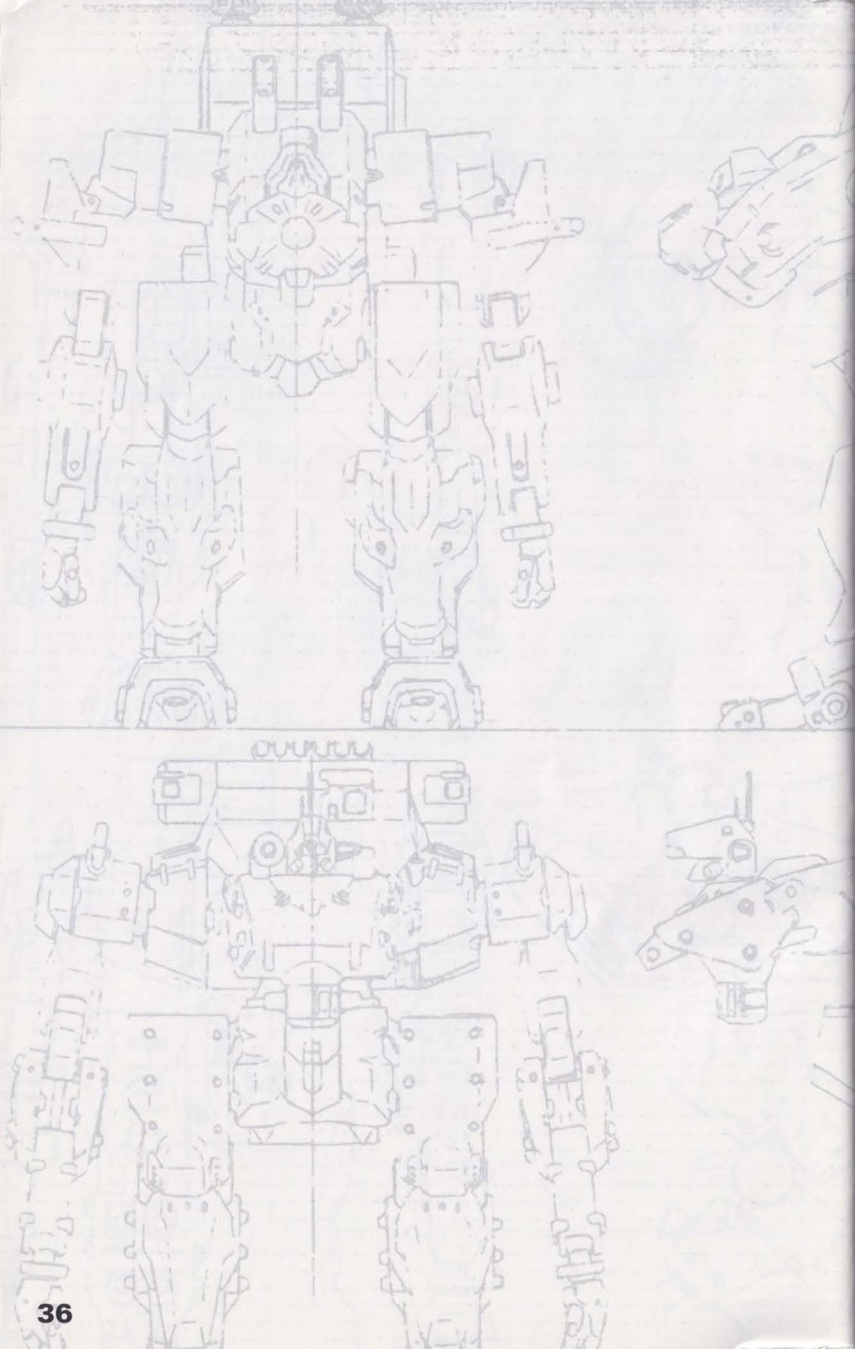
CORVUS



AQUILA







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